ABI can't load resources during startup.
Artworks must quit now.

ArtWorks

These notes refer to Release 1.100 and later

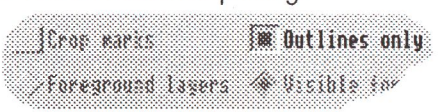
If you already have a copy of ArtWorks...

You cannot run ArtWorks directly from the Update disc. The ArtWorks application is in compressed format and you cannot load it directly.

Update your existing copy by running *!Installer* **from the update disc** (not the version on your original disc 1). This copies the new sections but alters neither your default document nor your current choices.

Outline-only printing – *New feature*

User Manual pages 131-141 describe printing.



This feature prints just the outlines of objects. (Almost a "Paint by numbers" feature.) This is ideal for quick prints of complicated drawings.

It also has a number of uses in schools (producing outline maps, for example). Create a full-colour or grey-level drawing to show which colours the design should use. You can then print outlines-only so the design can be hand coloured. Outline printing means that you don't have to create two copies of a design, one coloured and one outlined.

How objects are printed:

- All colours print as white. Graduated Fills print as solid white.
- All lines print as thin and black. Arrowheads and dash patterns are ignored.
- Only the rectangular outlines of sprites are printed.
- Blends show only the two end shapes.

Tiling fields in Print dialogue

Whenever the number of tiles changes (when you change the scale, for example) the *From tile:* and *To tile:* fields are now updated to show *1* and the number of tiles respectively. (ArtWorks does this because the old range of tiling becomes meaningless when the number of tiles changes.).

It lets you see how many tiled pages are created by the change.

Displaying background layers – *Enhanced feature*

User Manual pages 96-99 describe layers.

Objects in background layers are now tinted 50% towards white. Some existing drawings might look different on screen but remember that background layers are **never** printed. The 50% tint helps you differentiate between background and foreground layers.

It also makes sprite tracing much easier. Place the sprite in a background layer so that it is shown tinted 50%. Make sure "Multilayer" selection is turned off, select a foreground layer and draw lines on top of the sprite to mimic the boundaries between colours. It is easier to see the black lines on top of the tinted sprite than on a full-colour sprite.

Layer details shown in selector tool – *New feature*

The selection text on the Info Bar which tells you the number and types of the selected objects now also tells you which layer they are in. If they are all in one layer the text might read:

5 objects in foreground (*foreground* is the layer name)

If the selected objects are in more than one layer it reads:

5 objects in many layers

You can only have objects selected in many layers when you have the "Multilayer" selection flag turned on.

This extra information clarifies the existing layer name field. The layer name field shows the layer in which objects are created.

RISC OS 3.00 warning – *New feature*

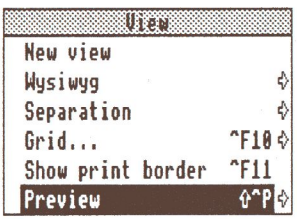
ArtWorks displays a warning box if your computer has the original version of RISC OS 3 (3.00). It does not appear with the current version (RISC OS 3.1). Acorn no longer support RISC OS 3.00 and we strongly advise upgrading to 3.1. RISC OS 3.00 may contain features which are incompatible with this or future issues of ArtWorks.

Preview mode – *New feature*

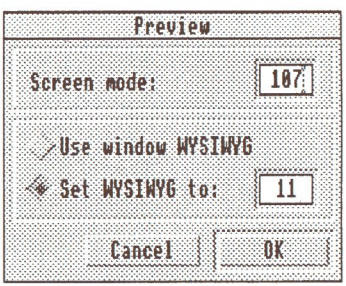
Keyboard short-cut: *Shift-Ctrl-P*.

This is a new display feature for use with "deep colour" (15 bits-per-pixel [bpp] and greater) screen modes. These modes provide more colours than the standard 256 maximum (over 32,000 for 15 bpp). They are provided by graphics enhancer cards such as Computer Concepts' Colour Card. At present these modes do not work within the Archimedes desktop environment and so ArtWorks takes over the entire screen.

Preview is on the *View* menu.



Click on **Preview** or type *Ctrl-Shift-P* to enter preview mode. Move over the arrow to the right to display a dialogue box. (You should set up this dialogue box before using preview mode for the first time.)



The *Screen mode* field defines which screen mode to use for previews. Refer to the manual for your graphics enhancer card to find which screen modes are suitable. You don't have to own a graphics enhancer to use Preview mode - you can use any ordinary screen mode.

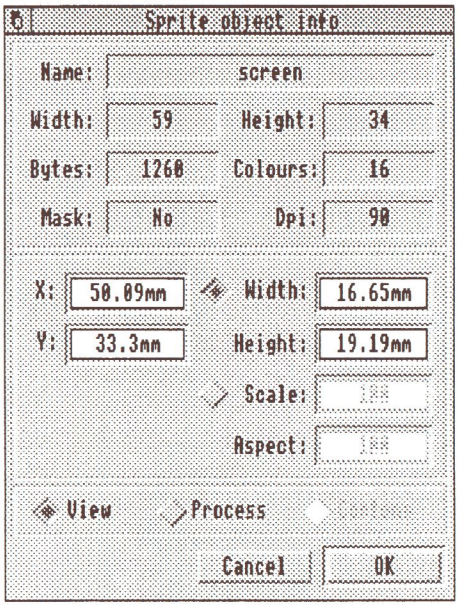
You can display the preview either in the current WYSIWYG value (*Use window WYSIWYG*) or using a predefined value (*Set WYSIWYG to:*).

In preview mode the zoom tool is automatically selected and you can use the right-hand *Alt* key to change to the hand-push tool. These two tools let you pan and zoom the image.

To leave preview mode either:

- press *Esc*,
- press the **Menu** (middle) button on the mouse, or
- press *F12* and then *Return*.

Sprite info box – *New feature*



This information box is available from the *Object* menu when a single sprite is selected. (Keyboard short-cut: *Ctrl-F1*.)

The top panel of the box describes the sprite. Unless you are familiar with Acorn sprite format, you can ignore much of this information. The *dpi* field is useful if you are incorporating scanned photographs that you want to typeset.

The middle panel tells you the scale, aspect ratio (X:Y scaling) and position of the sprite. To move the sprite just type new values into *X:* and *Y:* and click on **OK**. To scale the sprite you can change either its width and height (if the button to the left of *Width:* is **on**) or its scale and aspect ratio (if the button to the left of *Scale:* is **on**). (You can also use the Scale tool to scale sprites.)

The bottom panel lets you change the sprite colours. There are two options:

- *Process* – these are sprites which use a range of colours. Click on this button to display a colour editor. To edit a colour select it and then drag the sliders or type in new values. The colour editor uses the RGB colour model as sprite palettes are defined in RGB.
- *Contone* (short for *continuous tone*) – these are sprites which use mixtures of two basic colours. An obvious example is a monochrome scan which uses white, black and the intermediate grey shades. The contone dialogue box lets you change the start and end colours of the sprite (white and black in the case of a scan). You can make boring grey sprites much more interesting by colouring them.

  You can easily give a scanned photograph an old-fashioned sepia look. Just set the end colour to brown and the start colour to a light brown tint (say 20% of the end colour).

  When producing typesetting separations you can force a sprite to appear on a spot colour plate. Use a spot colour for the end colour. For the start colour use either white or a tint of the end colour. (ArtWorks 1.000 could not use sprites in spot-colour separations.)

FlipTop

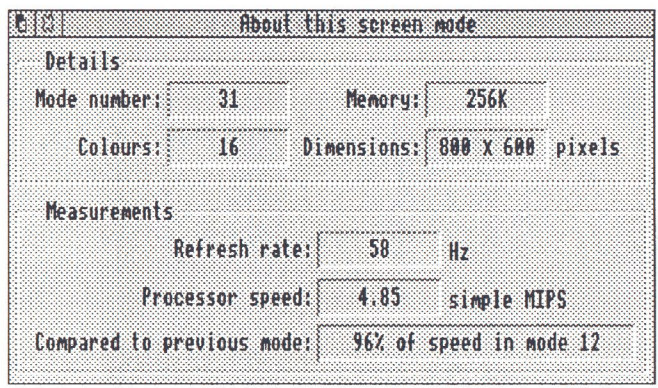
If you are upgrading an existing version of ArtWorks — you will find the latest version of FlipTop on the Upgrade disc.

If you receive these notes with a complete ArtWorks package — use the version of FlipTop on disc 1. Disc 2 may contain an older version; please ignore this.

The latest version differs from the description on pages 175-179 of the User Manual.

The FlipTop menu

This has a new option **Mode info ...** which gives information about the current screen mode:



Mode number is the current screen mode.

Memory is the amount of memory used by the screen mode. More colours or larger dimensions require more memory.

Colours is the number of colours available.

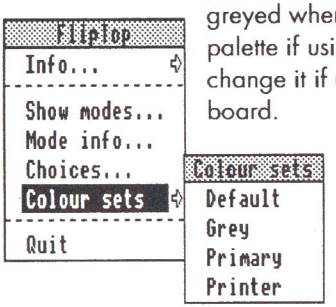
Dimensions is the desktop size. The larger the dimensions, the more information the screen can display.

Refresh rate indicates the amount of flicker on the screen. The lowest frequency at which flicker become noticeable varies between individuals. (Usually it is between 50–70Hz.) Frequencies above 70Hz should appear flicker-free to everyone.

Processor speed indicates how much the current screen mode slows down the processor. The simple MIPS value is not comparable with MIPS ratings from other types of processor – they are measuring different parameters. If you have a graphics enhancer such as Colour Card, you will see how little the enhancer screen modes slow down the processor.

If you change the screen mode, the *Compared to..* value tells you the increase or decrease in processor speed.

The menu option *Colour sets* replaces *Default colours*. This displays a submenu of available palettes when using 2, 4, 16 or 256 colour modes. (The option is greyed when using more than 256 colours.) You cannot change the palette if using an normal 256 colour screen mode. However, you can change it if using an equivalent mode provided by a graphics enhancer board.



Default is equivalent to the standard Acorn palette. It is required for those programs which cannot use non-standard palettes. In 256 colour modes use *Default* when running *Paint*. This program is known to give problems with the other palettes. (There is no problem with *Draw*, even with Draw files containing sprites.)

Grey provides a full range of grey shades for displaying monochrome scanned images. The result is that suitable scanned images appear with photographic quality on screen.

Primary provides the full range of pure primary colours (Cyan, Magenta, Yellow, Red, Green, Blue). This palette is also available from the ArtWorks Program Menu (see page 113).

In 256 colour modes this palette gives a range of 216 colours plus 46 grey-levels. This benefits applications which require a good range of colours and a wide range of grey-levels. (The normal Acorn 256 colour palette only has 16 grey levels.)

Printer is similar to *Primary* except that colours are more muted. This gives a better representation on screen of how the colours appear when printed. The colour balance is optimised for the Canon BJC-800 colour printer.

The screen mode selector

Some icons have changed:

- The current screen mode has a red background – no change.
- Square pixel modes have a square icon.
- Non-square pixel modes have a rectangular icon.
- Squashed modes (see page 177) have a bar across them – no change.
- Standard modes from Acorn have green icons.
- Modes from other sources (such as NewModes or Colour Card) have yellow icons.
- Unavailable modes (white icons) are no longer displayed.

The Choices dialogue box

The **Countdown** button has been removed.

Mouse actions on the FlipTop icon:

Click **Select** to display the screen mode selector.

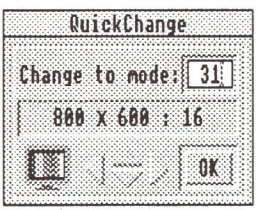
Double-click **Select** to decrease the number of colours.

Click **Adjust** for the Quick-change display.

Double-click **Adjust** to increase the number of colours.

The Quick-change display

This is a improved version of the Count-down display described on page 178 of the User Manual.



Click on **OK** or press *Return* to implement any changes made to the display.

Click anywhere outside the box to remove the display box.

The up and down arrows change the size; the left and right arrows change the number of colours.

You can also type a screen mode number into the editable field.

If you have RISC OS 3...

FlipTop is now compatible with the RISC OS 3 boot sequence. When FlipTop is running and you save a *!Boot* file from the task manager, FlipTop places a Run command in the *!Boot* file so that it will be restarted when the *!Boot* file is executed.